ENTERACTIVE™* VIDEO GAMES

NES-ES-USA ★

A Nightmare™ ON ELM STREET

4 FOUR PLAYER GAME

INSTRUCTION BOOKLET

THIS GAME IS LICENSED BY NINTENDO® FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®

> Thanks for choosing Enteractive's A NIGHTMARE ON ELM STREET™ for the Nintendo Entertainment System. Please read this entire manual to get the most enjoyment out of the game.

"Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur."

Safety Tips

- Always make sure the power to your NES Control Deck is **TURNED OFF** before inserting or removing the GAME PAK.

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.

- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by inserting the GAME PAK into its protective storage case.

- Don't clean with benzene, paint thinner, alcohol or similar solvents.

Uh Oh, Trouble!!

Something frightening has been happening on Elm Street lately. Each waking day heralds the discovery of another neighborhood teen that has passed away in the dark stillness of the night. Everyone says it's "natural causes", but it's almost as if something (or maybe someone) has been picking them off one by one as they slept. It's a horrible nightmare come true, and this one has a name...Freddy Krueger.™ It's up to you and your remaining friends to search Elm Street for his scattered bones and throw them all into the High School furnace. If you can just stay awake long enough, you just might end Freddy Krueger's™ reign of terror for good. But you'd better hurry, it's getting late and you can feel those eyelids getting heavier and heavier with each passing minute!.

A Word About Three or Four Players...

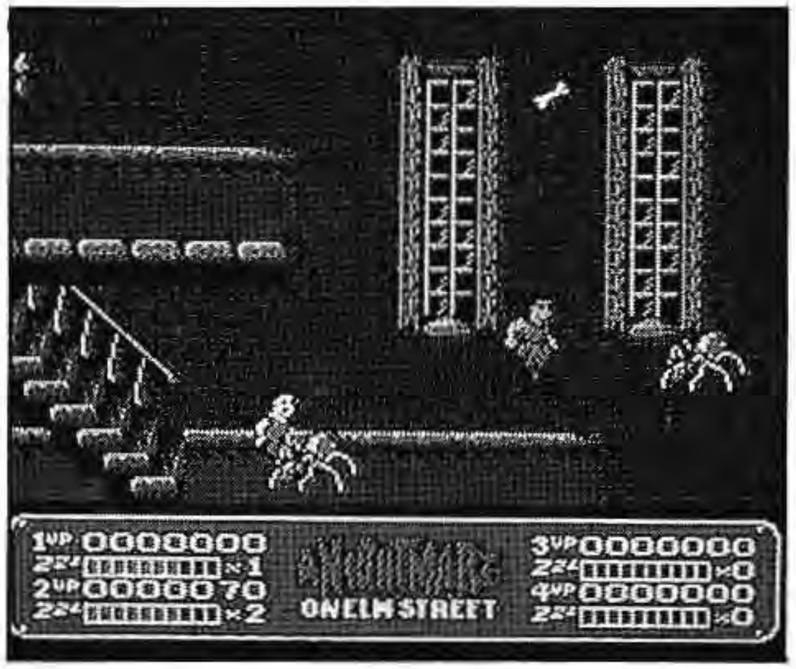
You will only be able to play a Three or Four Player game if you have the NES Four Player Accessory. If you don't have it, two of the characters won't be controllable.

Elm Street

You always start the game at the beginning of Elm Street, a side-scrolling screen with neighborhood homes, buildings, and other points of local interest (like the graveyard). It would be a good idea to keep your eyes peeled while walking up and down this seemingly harmless boulevard, as you never know what kind of hazards might pop up and attack while you explore. If you're hit a number of times in your travels you'll lose one life, so tread carefully.

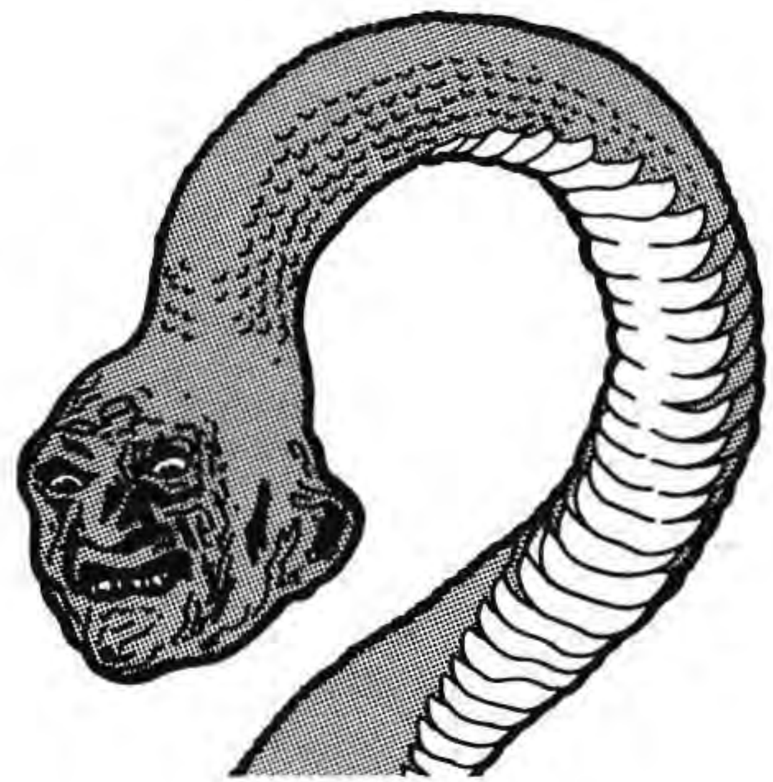
Of course, what with it being close to midnight and all, be aware that some of the places you visit may be locked up tight for the evening, so don't expect to get into everything right away (that would be a little too easy). In some cases you'll just have to find a key or something and remember to come back later.

Buildings, and Such

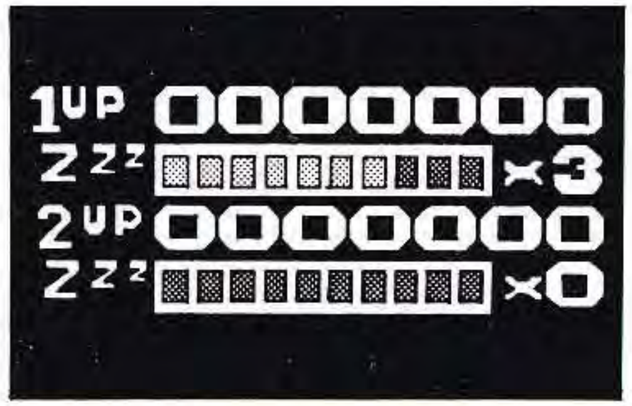


Once you do gain access, you'll have to collect all the scattered bones in that level before you can hope to get out again (which we promise won't be such an easy task either). Not only are there lots of out-of-the-way places to search in each location, but there're also hordes of nasty creatures whose main purpose in life is to make your task as difficult as is inhumanly possible.

If you manage to collect everything (you did find everything, right?), then it might be a good time to start thinking about getting to safety (sort of). But watch out, because Freddy™ will always try to stop you from leaving. Defeat him though, and you'll earn not only your freedom, but also a key that unlocks the door to a new building.



Dream Land



GETTING SLEEPY?

A good thing to always keep track of during the game is your "Sleep Meter". This indicator shows how close you, or any other member of your group, are to dozing off. If even one person falls asleep, all of the rest are dragged into the "Dream World" where you're sitting ducks for you-know-who. The Sleep Meters will automatically decrease whether you want them to or not, but there are a couple of things you can do to slow their decline. Always keep moving! If you stand still for too long, your Sleep Meter will drop much quicker than if you're in motion Also, keep an eye out for cups of coffee which appear in various places throughout the game. These will boost up the "Sleep Meter" of anyone that touches them. Don't be greedy. You should let whomever is closest to falling asleep be the one to drink the coffee, so they don't doze off and drag you all into Freddy's™ clutches.

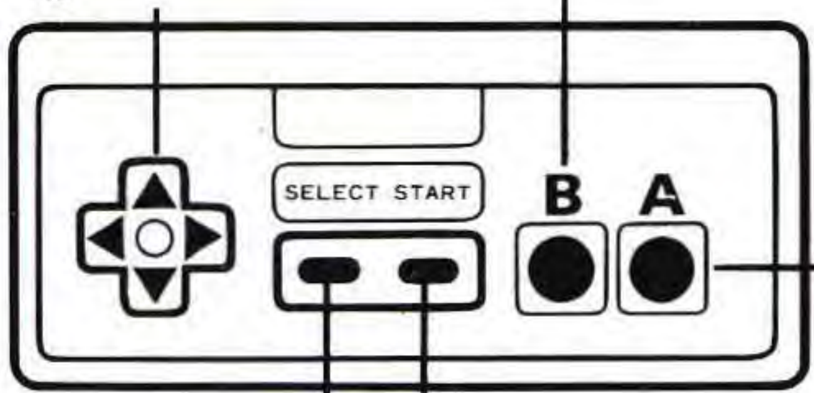
The Good Guys

THE ELM STREET TEENS

You and your friends are just a group of ordinary teenagers dealing with some extraordinary problems. It's bad enough that your sleep is plagued with nightmares of the deadliest kind, but lately your time awake hasn't been any picnic either. It seems that just about everything out there has it in for you and, being only flesh and blood, you're limited in your attack options. If you can time it right, a good punch will sometimes discourage the most persistent of adversaries. If that fails, then it's time to do some serious jumping and dodging.

CROSSKEY
Up – Enter Building
Down – Duck
Left & Right – Move

"B" BUTTON
Punch



"A" BUTTON
Jump

SELECT
No Function

START
Pause Game

THE DREAM WARRIORS

If you do end up in the Dream World, don't despair, all is not lost. After all, Freddy™ isn't the only one that can call upon strange powers in this other dimension. While you're moving around (ie. dodging and fighting for your life) keep your eyes open for any one of three types of power icons scattered about. Picking up any of these icons will grant a player the power of the Dream Warrior it corresponds to. You can collect all three of the icons, and then switch between them to take advantage of their different powers. You will retain all of the icons you have collected, even if you exit the Dream World, and they will be there if you fall asleep again.

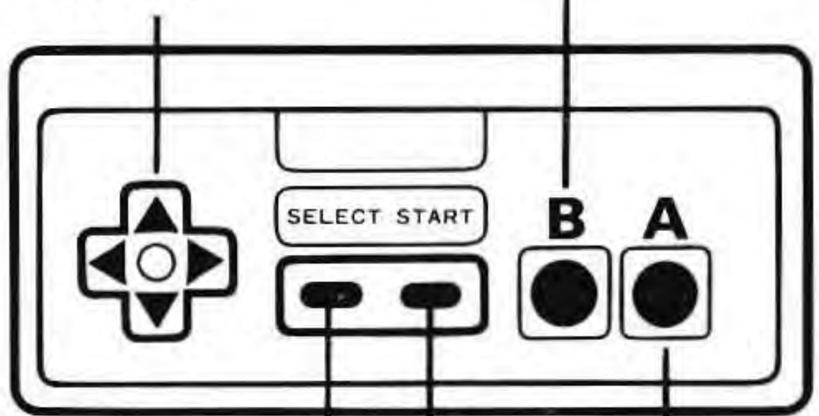
There are three kinds of Dream Warriors: The Shadow Warrior, The Acrobat, and The Necromancer. Each one has their own specific advantages and disadvantages, so it's up to you to experiment and find out which will work best in certain situations.

SHADOW WARRIOR

Like the dreaded Ninja warriors of ancient Japan, this dream warrior is a master of the martial arts and delivers his lightning-fast attacks with devastating effects.

CROSSKEY
Up – Enter Building
Down – Duck
Left & Right – Move

"B" BUTTON
Throw Shuriken



SELECT
Select Between
Dream Warrior Icons

"A" BUTTON
Flying Kick

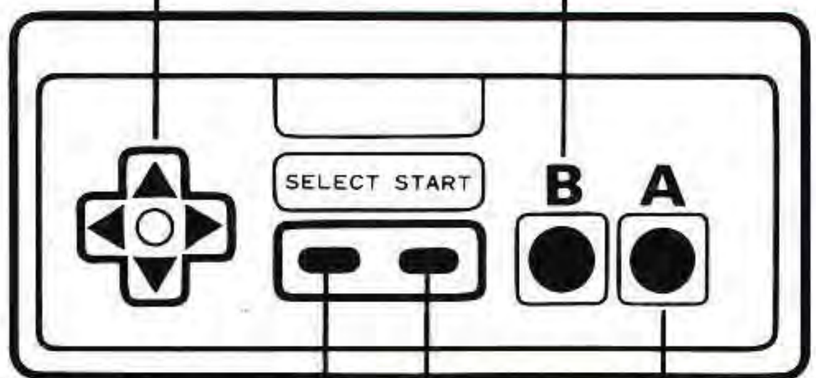
START
Pause Game

ACROBAT

Taking the old proverb "If you can't beat'em, dodge'em" to heart, this dream warrior relies on a collection of stunning acrobatic maneuvers to keep out of harm's way.

CROSSKEY
Up – Enter Building
Down – Duck
Left & Right – Move

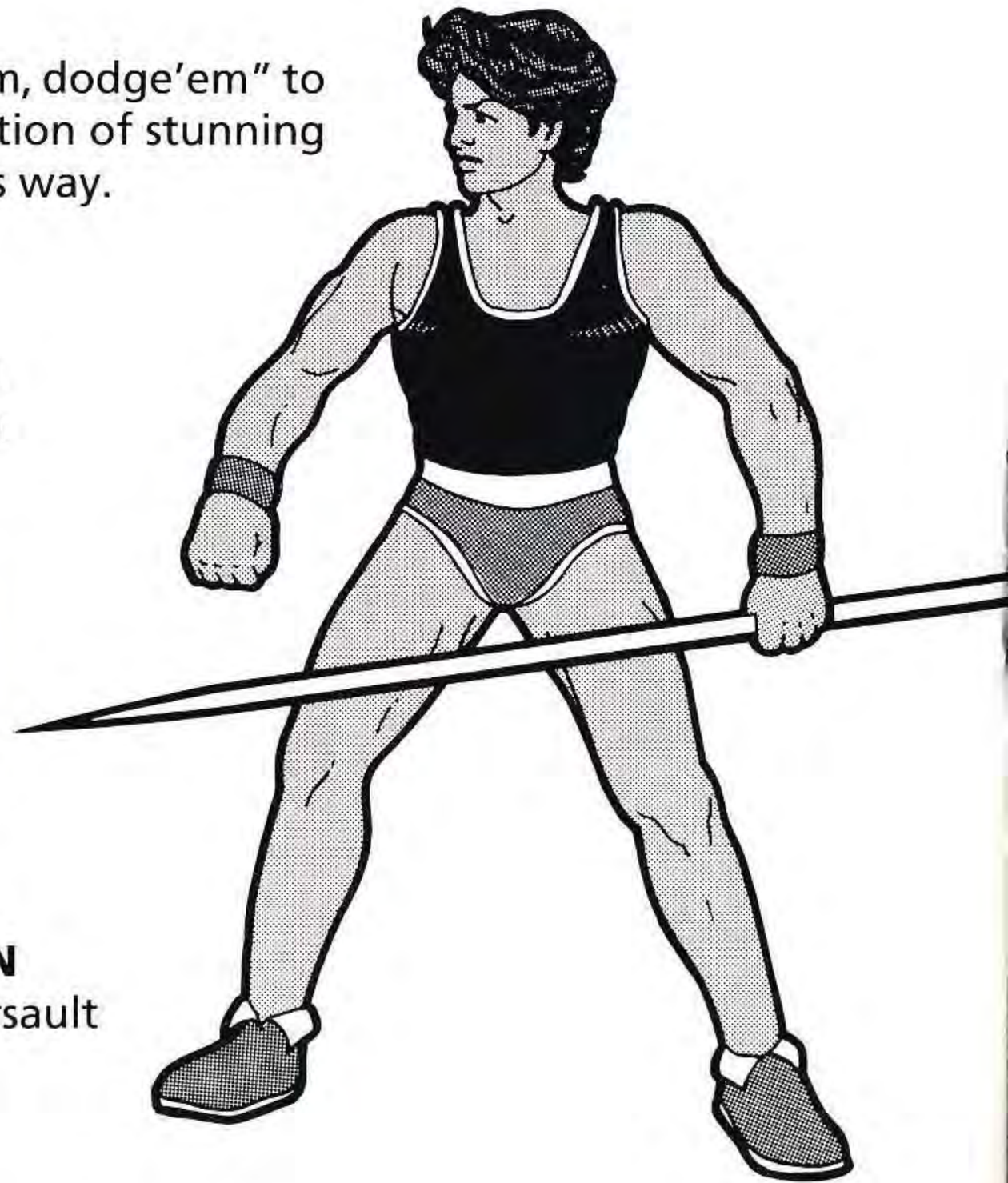
"B" BUTTON
Throw Javelin



SELECT
Select Between
Dream Warrior Icons

START
Pause Game

"A" BUTTON
Flying Somersault

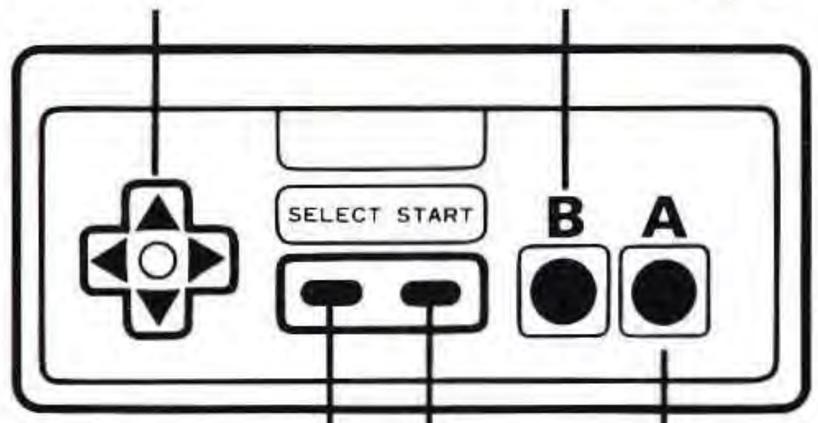


NECROMANCER

Styled after the great magicians of times gone by, this dream warrior can conjure up mystical energies and channel them into amazing superhuman powers.

CROSSKEY
Up – Enter Building
Down – Duck
Left & Right – Move

"B" BUTTON
Fire Magic



SELECT
Select Between
Dream Warrior Icons

"A" BUTTON
Hover

START
Pause Game

Help!!!

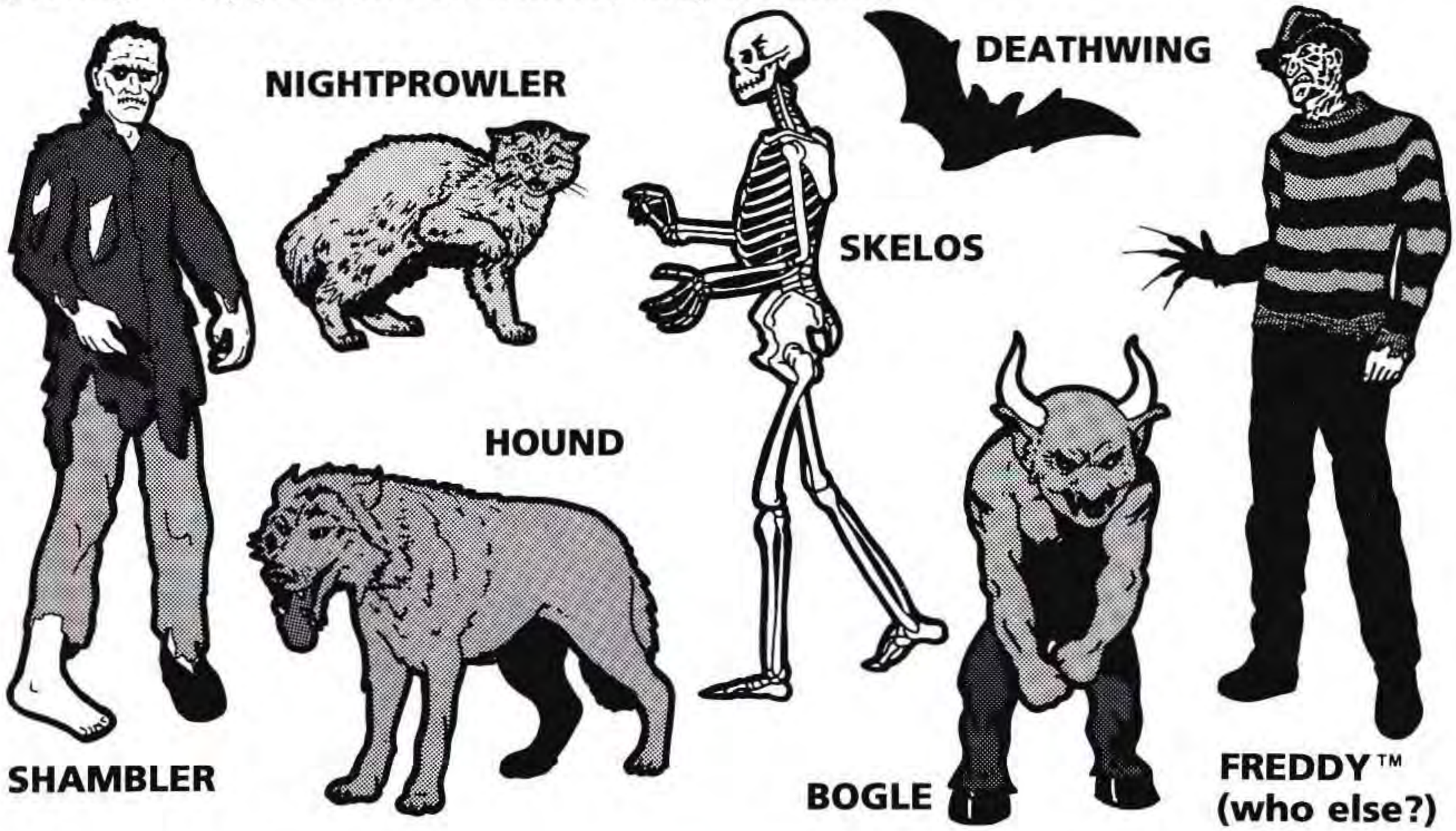
COFFEE
Nothing like a hot cup of coffee to fully restore your sleep meter.

RADIO
The serious sounds from this boombox will snap you back to the waking world.

DREAM WARRIOR ICONS
Finding one of these will give you fantastic powers in the dreamworld.

Bad News

These are just some of the baddies you'll have to watch out for while you're out exploring. They just don't look mean, they are mean!



Compliance with F.C.C. Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio/TV Interference Problems.
This booklet is available from the U.S. Government Printing Office,
Washington, DC 20402. Stock No. 004-000-00345-4.

LJN Toys, Ltd. Limited Warranty

LJN TOYS,LTD.warrants to the original purchaser of this ENTERACTIVE™ software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ENTERACTIVE software program is sold "as is," without express or implied warranty of any kind, and LJN is not liable for any losses or damages of any kind resulting from use of this program. LJN agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ENTERACTIVE software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ENTERACTIVE software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE LJN. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL LJN BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ENTERACTIVE SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LJN Toys, Ltd., 1200 Wall Street West, Lyndhurst, NJ 07071 1(800) 628–3579

00821

© 1989 The Fourth New Line-Heron Venture. All Rights Reserved. "A NIGHTMARE ON ELM STREET", "FREDDY", "FREDDY KRUEGER" and the distinctive likenesses of the Freddy Krueger character are Trademarks of The Fourth New Line-Heron Venture. Enteractive is a registered trademark of LJN Toys, Ltd. Manufactured by LJN Toys, Ltd. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Game Pak "NES-GP"

Printed in Japan